

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): An information processing device, comprising:

a manager for managing data on feeling expressions of an avatar which correspond to a user's conditions, said managing data including a plurality of conditions and a plurality of levels associated with each condition, wherein each of the feeling expressions are based on at least one of the conditions and one of the levels;

a storage area for storing data on image displays of the avatar which correspond to the feeling expressions; and

a display controller for controlling the image displays of the avatars based on the data stored in the storage area.

Claim 2 (original): An information processing device as claimed in claim 1, wherein the avatar exists in a virtual space constructed on a network, and the data on the feeling expressions are set when the user enters the virtual space.

Claim 3 (original): An information processing device as claimed in claim 1, wherein the data managed by the manager are set in accordance with information of the user, the information being at least one of living body information and variation of expressions.

Claim 4 (original): An information processing device as claimed in claim 1, further comprising a voice controller for controlling a tone of voices uttered from the avatar based on the data stored in the storage area.

Claim 5 (currently amended): An information processing device as claimed in claim 1, wherein the manager manages the data on the feeling expressions based on a table in which types of feelings and the levels thereof are associated with one another.

Claim 6 (original): An information processing device as claimed in claim 1, wherein the display controller controls a display including a motion picture of the avatar.

Claim 7 (currently amended): An information processing method for enabling a plurality of users to participate as respective avatars in a virtual space constructed on a network and to have conversations with other users, the method comprising the steps of: managing data on feeling expressions of an avatar which correspond to a user's conditions, said managing data including a plurality of conditions and a plurality of levels associated with each condition, wherein each of the feeling expressions are based on at least one of the conditions and one of the levels;

controlling storage of data on image displays of the avatar which correspond to the feeling expressions; and

controlling the image displays of the avatar based on the storage of data on the image displays.

Claim 8 (original): An information processing method as claimed in claim 7, further comprising the step of controlling the data on the feeling expressions of the avatar based on voices uttered by the avatar.

Claim 9 (currently amended): A recording medium in which an information processing program is stored for executing steps to enable a plurality of users to participate as respective avatars in a virtual space constructed on a network and to have conversations with other users, the information processing program comprising the steps of:

managing data on feeling expressions of an avatar which correspond to a user's conditions, said managing data including a plurality of conditions and a plurality of levels associated with each condition, wherein each of the feeling expressions are based on at least one of the conditions and one of the levels;

controlling storage of data on image displays of the avatar which correspond to the feeling expressions; and

controlling the image displays of the avatar based on the storage of data on the image displays.

Claim 10 (currently amended): A program for executing functions in a virtual space constructed on a network in which a plurality of users participate as respective avatars and have conversations with other users, the program comprising the functions of:

a managing function for managing data on feeling expressions of an avatar which correspond to a user's conditions, said managing data including a plurality of conditions and a plurality of levels associated with each condition, wherein each of the feeling expressions are based on at least one of the conditions and one of the levels;

a storage control function for controlling storage of data on image displays of the avatar which correspond to the feeling expressions; and

a display control function for controlling the image displays of the avatar based on the storage of data on the image displays.

Claim 11 (currently amended): A character device used in connection with a communication terminal device which jointly uses a virtual space with other communication terminal devices, the character device comprising:

communication parts for transmitting and receiving control commands to vary at least one of expressions of the character device and voices uttered by the character device, said managing data including a plurality of conditions and a plurality of levels associated with each condition, wherein each of the feeling expressions are based on at least one of the conditions and one of the levels; and

a controller for respectively controlling the expressions of the character device and the voices uttered by the character device based on the control commands received by the character device.

Claim 12 (original): A character device as claimed in claim 11, wherein the expressions and voices of the character device are controlled based on living body information of a user that enters the virtual space.

Claim 13 (original): A character device as claimed in claim 12, wherein one of an image display and voices are controlled by receiving data on the character device which are associated with the living body information.

Claim 14 (original): A character device as claimed in claim 11, wherein the expressions and voices of the character device are controlled by receiving data on variations of the user's expressions which result from communications in the virtual space.

Claim 15 (original): A character device as claimed in claim 11, wherein the controller controls action of the character device.